Project Title

Final Presentation

Students Names and ID number

May 28, 2025

Motivation

- What is the problem and why it is important?
- Why game theoretic analysis can help understand/solve the problem?
- Find 1 visual or analogy that could explain the core idea to a non-specialist
- Common mistakes: the problem not well-motivated and getting too specific without giving an overall understanding to those who have never seen the problem.
- Remedy: imagine explaining your problem to a friend without a technical background

Problem Statement

- Put mathematics into problem
- Ensure to introduce every symbol you use
- Minimize the number of symbols and equations
- Use concepts of the course in the mathematical formulation
- Common mistakes: too many math symbols, and some not defined
- Remedy: have some math to clarify but minimize it. Don't introduce acronyms unless absolutely necessary

Past Work

- Brief review of 3-4 approaches to address this problem
- Maximum 6 bullet points and 30 words on the slide
- Each slide should take 1 minute approximately to present
- Common mistakes: the open question in past work is not clear. What hasn't past work been able to do? And why (you can only speculate)?
- Remedy: get specific, and try to think of arranging the past work to bring all attention to the point you want to address in your project

Your Approach 1

- What mathematical model did you choose for the problem?
- Which tools from the course you used to analyze the game and exactly how?
- End each slide with a question or statement that sets up the next, for example, "This model gives us equilibria but what happens when we introduce incomplete information?"
- Common mistakes:
  - Assuming audience understands your problem well and not giving clear explanation of why you chose certain approach
  - Not using the mathematics developed in the course
- Remedy: focus on approaches covered in the course and keep providing connection of these approaches to your problem

Your Approach 2

- Continuation of the previous slide — expand depending on your project (theory, simulation, literature review)
- For analysis, show high level idea of how you went about it. Your fellow students should be able to follow.
- Common mistakes: assuming audience has memorized all the symbols in your previous slides
- Remedy: minimize symbols in slides. If something needs to be re-iterated, then bring the symbol again

Your Approach 3

- Same comments as previous slide
- For simulations, ensure to have high quality figures with properly labeled axis and captions
- Additional comments:
  - Ensure to have slide numbers
  - Think of the ending of each slide as a transition to the new slide
  - Anticipate audience questions — imagine 10 questions per slide
  - Approx. 1 minute per slide helps avoid making too many

Maximum 3 Take-Away Messages

- What problem you addressed
- What did your analysis/approach reveal
- What did you learn from this experience
- If you had more time, what would you do

Backup slide

You can be prepared for the Q&A by providing

- A more detailed version of a math derivation
- An extra graph or dataset
- A related case study they couldn?t fit